

SYSTEMS, METHODS AND COMPUTER PROGRAM PRODUCTS  
FOR COLLABORATIVE LEARNING

ABSTRACT OF THE DISCLOSURE

A collaborative learning system, method and computer program product permits live, real time interaction between the audience and a presenter in a controlled learning environment. The collaborative learning system, method and computer program product provides a learning process that facilitates the transfer of expertise and knowledge using “push” technology. The system includes a presenter subsystem, a backbone subsystem and an audience subsystem. The process includes pre-event, event and post-event stages. During the pre-event stage, content is created and optimized, and the producer “coaches” the presenter. During the event stage, the presenter and the producer, using the presenter subsystem, push the event material to the audience located remotely at the audience subsystem via the backbone subsystem. The event materials may comprise slides, streaming audio/video and interactive answers to questions and responses to audience feedback. During the post-event stage, follow-up materials are prepared and presented to the audience, case studies are analyzed and the results are presented to the audience, and the event and related documents are “chunked” and archived for later retrieval on demand via a microsite.

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